

ABSTRACT OF THE DISCLOSURE

A gaming device having a bonus round with multiple selection groups. The bonus round does not end upon an "end-bonus" selection; rather, the bonus round ends upon the selection of a predetermined number of selections from the last or final selection group. In one embodiment, the number of selections is determined from a selection group preceding the final selection group. Prior to determining the number of final selection group picks, the game provides the player with at least one selection group in which the player selects award indicators until selecting an indicator that advances the player to the next selection group. Player excitement and enjoyment is enhanced because the present invention provides the player with multiple opportunities to achieve game credits and because the player is guaranteed to have at least one opportunity to select from the final selection group. In one embodiment, the final selection group has larger values than the previous selection groups.